

WILD SHAPE GUIDE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses after a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. (See end of guide for Circle of the Moon skills and limitations.)

BEAST SHAPES

Level	Max. CR	Limitations	Example
2 nd	1/4	No flying or swimming speed	Wolf
4 th	1/2	No flying speed	Crocodile
8 th	1	---	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game Statistics are replaced by the Statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's Hit Points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked Unconscious.
- You can't cast Spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your Concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as Call Lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your Special senses, such as Darkvision, unless your new form also has that sense.
- You choose whether your Equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn Equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of Equipment, based on the creature's shape and size. Your Equipment doesn't change size or shape to match the new form, and any Equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times.

Size Categories

Size	Space	Examples
Tiny	2½ by 2½ ft.	Badger, Imp
Small	5 by 5 ft.	Giant Rat, Goblin
Medium	5 by 5 ft.	Mastiff, Orc
Large	10 by 10 ft.	Tiger, Ogre
Huge	15 by 15 ft.	Elephant, Hill Giant

TINY BEASTS

BADGER – CR 0

AC: 10
HP: 3 (1d4 + 1)
Speed: 20ft, burrow 5ft

STR: 4 (-3) INT: 2 (-4)
DEX: 11 (0) WIS: 12 (+1)
CON: 12 (+1) CHA: 5 (-3)

Senses: darkvision 30ft, passive Perception 11

Keen Smell: The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5ft, one target.
Hit: 1 piercing damage.

BAT – CR 0

AC: 12
HP: 1 (1d4 - 1)
Speed: 5ft, fly 30ft

STR: 2 (-4) INT: 2 (-4)
DEX: 15 (+2) WIS: 12 (+1)
CON: 8 (-1) CHA: 4 (-3)

Senses: blindsight 60ft, passive Perception 11

Echolocation: The bat can't use its blindsight while deafened.

Keen Hearing: The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Attack:* +0 to hit, reach 5ft, one creature.
Hit: 1 piercing damage.

CAT – CR 1/8

AC: 12
HP: 2 (1d4)
Speed: 40ft, climb 30ft

STR: 3 (-4) INT: 3 (-4)
DEX: 15 (-2) WIS: 12 (+1)
CON: 10 (+0) CHA: 7 (-2)

Skills: Perception +3, Stealth +4
Senses: passive Perception 13

Keen Smell: The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Attack:* +0 to hit, reach 5ft, one target.
Hit: 1 slashing damage.

CRAB – CR 0

AC: 11 (natural armor)
HP: 2 (1d4)
Speed: 20ft, swim 20ft

STR: 2 (-4) INT: 1 (-5)
DEX: 11 (+0) WIS: 8 (-1)
CON: 10 (+0) CHA: 2 (-4)

Skills: Stealth +2
Senses: blindsight 30ft, passive Perception 9

Amphibious: The crab can breathe air and water.

ACTIONS

Claw. *Melee Attack:* +0 to hit, reach 5ft, one target.
Hit: 1 bludgeoning damage.

FLYING SNAKE – CR 1/8

AC: 14
HP: 5 (2d4)
Speed: 30ft, fly 60ft, swim 30ft

STR: 4(-3) INT: 2 (-4)
DEX: 18 (+4) WIS: 12 (+1)
CON: 11 (+0) CHA: 5 (-3)

Senses: blindsight 10ft, passive Perception 11

Flyby: The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 5ft, one target.
Hit: 1 piercing damage plus 7 (3d4) poison damage.

FROG/TOAD – CR 0

AC: 11
HP: 1 (1d4 - 1)
Speed: 20ft, swim 20ft

STR: 1 (-5) INT: 1 (-5)
DEX: 13 (+1) WIS: 8 (-1)
CON: 8 (-1) CHA: 3 (-4)

Skills: Perception +1, Stealth +3
Senses: darkvision 30ft, passive Perception 11

Amphibious: The frog can breathe air and water.

Standing Leap: The frog's long jump is up to 10ft and its high jump is up to 5ft, with or without a running start.

A **frog** has no effective attacks.

HAWK (FALCON) – CR 0

AC: 13
HP: 1 (1d4 - 1)
Speed: 10ft, fly 60ft

STR: 5 (-3) INT: 2 (-4)
DEX: 16 (+3) WIS: 14 (+2)
CON: 8 (-1) CHA: 6 (-2)

Skills: Perception +4
Senses: passive Perception 14

Keen Sight: The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 1 slashing damage.

LIZARD – CR 0

AC: 10
HP: 2 (1d4)
Speed: 20ft, climb 20ft

STR: 2 (-4) INT: 1 (-5)
DEX: 11 (+0) WIS: 8 (-1)
CON: 10 (+0) CHA: 3 (-4)

Senses: darkvision 30ft, passive Perception 9

ACTIONS

Bite. *Melee Attack:* +0 to hit, reach 5ft, one target.
Hit: 1 piercing damage.

OWL – CR 0

AC: 11
HP: 1 (1d4 - 1)
Speed: 5ft, fly 60ft

STR: 3 (-4) INT: 2 (-4)
DEX: 13 (+1) WIS: 12 (+1)
CON: 8 (-1) CHA: 7 (-2)

Skills: Perception +3, Stealth +3
Senses: darkvision 120ft, passive Perception 13

Flyby: The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight: The owl has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Attack:* +3 to hit, reach 5ft, one target.
Hit: 1 slashing damage.

POISONOUS SNAKE – CR 1/8

AC: 13
HP: 2 (1d4)
Speed: 30ft, swim 30ft

STR: 2 (-4) INT: 1 (-5)
DEX: 16 (+3) WIS: 10 (+0)
CON: 11 (+0) CHA: 3 (-4)

Senses: blindsight 10ft, passive Perception 10

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much on a successful one.

QUIPPER (PIRAHNA) – CR 0

AC: 13
HP: 1 (1d4 - 1)
Speed: 0ft, swim 40ft

STR: 2 (-4) INT: 1 (-5)
DEX: 16 (+3) WIS: 7 (-2)
CON: 9 (-1) CHA: 2 (-4)

Senses: darkvision 60ft, passive Perception 8

Blood Frenzy: The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The quipper can only breathe underwater.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 1 piercing damage.

RAT – CR 0

AC: 10
HP: 1 (1d4 - 1)
Speed: 20ft

STR: 2 (-4) INT: 2 (-4)
DEX: 11 (+0) WIS: 10 (+0)
CON: 9 (-1) CHA: 4 (-3)

Senses: darkvision 30ft, passive Perception 10

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Attack:* +0 to hit, reach 5ft, one target.
Hit: 1 slashing damage.

RAVEN – CR 0

AC: 12
HP: 1 (1d4 - 1)
Speed: 10ft, fly 50ft

STR: 2 (-4) INT: 2 (-4)
DEX: 14 (+2) WIS: 12 (+1)
CON: 8 (-1) CHA: 6 (-2)

Skills: Perception +3
Senses: passive Perception 13

Mimicry: The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 1 piercing damage

SCORPION – CR 0

AC: 11 (natural armor)
HP: 1 (1d4 - 1)
Speed: 10ft

STR: 2 (-4) INT: 1 (-5)
DEX: 11 (+0) WIS: 8 (-1)
CON: 8 (-1) CHA: 2 (-4)

Senses: blindsight 10ft, passive Perception 9

ACTIONS

Sting. *Melee Attack:* +2 to hit, reach 5ft, one target.
Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SEA HORSE – CR 0

AC: 11
HP: 1 (1d4 - 1)
Speed: 0ft, swim 20ft

STR: 1 (-5) INT: 1 (-5)
DEX: 12 (+1) WIS: 8 (-1)
CON: 8 (-1) CHA: 2 (-4)

Senses: blindsight 10ft, passive Perception 9

Water Breathing: The sea horse can breathe only underwater.

SPIDER – CR 0

AC: 10
HP: 2 (1d4)
Speed: 20ft, climb 20ft

STR: 2 (-4) INT: 1 (-5)
DEX: 14 (+2) WIS: 10 (+0)
CON: 8 (-1) CHA: 2 (-4)

Skills: Stealth +4
Senses: darkvision 30ft, passive Perception 10

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

WEASEL – CR 0

AC: 13
HP: 1 (1d4 - 1)
Speed: 30ft

STR: 3 (-4) INT: 2 (-4)
DEX: 16 (+3) WIS: 12 (+1)
CON: 8 (-1) CHA: 3 (-4)

Skills: Perception +3, Stealth +5
Senses: darkvision 30ft, passive Perception 9

Keen Hearing and Smell: The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 1 piercing damage.

SMALL BEASTS

BABOON – CR 0

AC: 12
HP: 3 (1d6)
Speed: 30ft, climb 30ft

STR: 8 (-1) INT: 4 (-3)
DEX: 14 (+2) WIS: 12 (+1)
CON: 11 (+0) CHA: 6 (-2)

Senses: passive Perception 11

Pack Tactics: The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +1 to hit, reach 5ft, one target.
Hit: 1 (1d4 – 1) piercing damage.

BLOOD HAWK – CR 1/8

AC: 12
HP: 7 (2d6)
Speed: 10ft, fly 60ft

STR: 6 (-2) INT: 3 (-4)
DEX: 14 (+2) WIS: 14 (+2)
CON: 10 (+0) CHA: 5 (-3)

Skills: Perception +4
Senses: passive Perception 14

Keen Sight: The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics: The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 4 (1d4 + 2) piercing damage.

EAGLE – CR 0

AC: 12
HP: 3 (1d6)
Speed: 10ft, fly 60ft

STR: 6 (-2) INT: 2 (-4)
DEX: 15 (+2) WIS: 14 (+2)
CON: 10 (+0) CHA: 7 (-2)

Skills: Perception +4
Senses: passive Perception 14

Keen Sight: The eagle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Talons. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 4 (1d4 + 2) slashing damage.

GIANT CENTIPEDE – CR 1/4

AC: 13 (natural armor)
HP: 4 (1d6 + 1)
Speed: 30ft, climb 30ft

STR: 5 (-3) INT: 1 (-5)
DEX: 14 (+2) WIS: 7 (-2)
CON: 12 (+1) CHA: 3 (-2)

Senses: blindsight 30ft, passive Perception 8

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT FIRE BEETLE – CR 0

AC: 13 (natural armor)
HP: 4 (1d6 + 1)
Speed: 30ft

STR: 8 (-1) INT: 1 (-5)
DEX: 10 (+0) WIS: 7 (-2)
CON: 12 (+1) CHA: 3 (-4)

Senses: blindsight 30ft, passive Perception 8

Illumination: The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. *Melee Attack:* +1 to hit, reach 5ft, one target.
Hit: 2 (1d6 – 1) slashing damage.

GIANT RAT – CR 1/8

AC: 13
HP: 7 (2d6)
Speed: 30ft

STR: 7 (-2) INT: 2 (-4)
DEX: 15 (+2) WIS: 10 (+0)
CON: 11 (+0) CHA: 4 (-3)

Senses: darkvision 60ft, passive Perception 10

Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.

Hit: 4 (1d4 + 2) piercing damage.

JACKAL – CR 0

AC: 12

HP: 3 (1d6)

Speed: 40ft

STR: 8 (-1) INT: 3 (-4)

DEX: 15 (+2) WIS: 12 (+1)

CON: 11 (+0) CHA: 6 (-2)

Skills: Perception +3

Senses: passive Perception 13

Keen Hearing and Smell: The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics: The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +1 to hit, reach 5ft, one target.

Hit: 1 (1d4 - 1) piercing damage.

OCTOPUS – CR 0

AC: 12

HP: 3 (1d6)

Speed: 5ft, swim 30ft

STR: 4 (-3) INT: 3 (-4)

DEX: 15 (+2) WIS: 10 (+0)

CON: 11 (+0) CHA: 4 (-3)

Skills: Perception +4, Stealth +2

Senses: passive Perception 12

Hold Breath: While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage: The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing: The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Attack:* +4 to hit, reach 5ft, one target.

Hit: 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

MEDIUM BEASTS

APE – CR 1/2

AC: 12
HP: 19 (3d8 + 6)
Speed: 30ft, climb 30ft

STR: 16 (+3) INT: 6 (-2)
DEX: 14 (+2) WIS: 12 (+1)
CON: 14 (+2) CHA: 7 (-2)

Skills: Athletics +5, Perception +3
Senses: passive Perception 13

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Attack: +5 to hit, reach 5ft, one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Attack: +5 to hit, range 25/50ft, one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

BLACK BEAR – CR 1/2

AC: 11 (natural armor)
HP: 19 (3d8 + 6)
Speed: 40ft, climb 30ft

STR: 15 (+2) INT: 2 (-4)
DEX: 10 (+0) WIS: 12 (+1)
CON: 14 (+2) CHA: 7 (-2)

Skills: Perception +3
Senses: passive Perception 13

Keen Smell: The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Attack: +3 to hit, reach 5ft, one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Attack: +3 to hit, reach 5ft, one target.
Hit: 7 (2d4 + 2) slashing damage.

BOAR – CR 1/4

AC: 11 (natural armor)
HP: 11 (2d8 + 2)
Speed: 40ft

STR: 13 (+1) INT: 2 (-4)
DEX: 11 (+0) WIS: 9 (-1)
CON: 12 (+1) CHA: 5 (-3)

Senses: passive Perception 9

Charge: If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest): If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Attack: +3 to hit, reach 5ft, one target.
Hit: 4 (1d6 + 1) slashing damage.

DEER – CR 0

AC: 13
HP: 4 (1d8)
Speed: 50ft

STR: 11 (+0) INT: 2 (-4)
DEX: 16 (+3) WIS: 14 (+2)
CON: 11 (+0) CHA: 5 (-3)

Senses: passive Perception 12

ACTIONS

Bite. Melee Attack: +2 to hit, reach 5ft, one target.
Hit: 2 (1d4) piercing damage.

GIANT BADGER – CR 1/4

AC: 10
HP: 13 (2d8 + 4)
Speed: 30ft, burrow 10ft

STR: 13 (+1) INT: 2 (-4)
DEX: 10 (+0) WIS: 12 (+1)
CON: 15 (+2) CHA: 5 (-3)

Senses: darkvision 30ft, passive Perception 11

Keen Smell: The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. Melee Attack: +3 to hit, reach 5ft, one target.
Hit: 4 (1d6 + 1) piercing damage.

Claws. Melee Attack: +3 to hit, reach 5ft, one target.
Hit: 6 (2d4 + 1) slashing damage.

GIANT CRAB – CR 1/8

AC: 15 (natural armor)

HP: 13 (3d8)

Speed: 30ft, swim 30ft

STR: 13 (+1) INT: 1 (-5)

DEX: 15 (+2) WIS: 9 (-1)

CON: 11 (+0) CHA: 3 (-4)

Skills: Stealth +4

Senses: blindsight 30ft, passive Perception 9

Amphibious: The crab can breathe air and water.

ACTIONS

Claws. *Melee Attack:* +3 to hit, reach 5ft, one target.

Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT FROG – CR 1/4

AC: 11

HP: 18 (4d8)

Speed: 30ft, swim 30ft

STR: 12 (+1) INT: 2 (-4)

DEX: 13 (+1) WIS: 10 (+0)

CON: 11 (+0) CHA: 3 (-4)

Skills: Perception +2, Stealth +3

Senses: darkvision 30ft, passive Perception 12

Amphibious: The frog can breathe air and water.

Standing Leap: The frog's long jump is up to 20ft and its high jump is up to 10ft, with or without a running start.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5ft, one target.

Hit: 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until the grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT POISONOUS SNAKE – CR 1/4

AC: 14

HP: 11 (2d8 + 2)

Speed: 30ft, swim 30ft

STR: 10 (+0) INT: 2 (-4)

DEX: 18 (+4) WIS: 10 (+0)

CON: 13 (+1) CHA: 3 (-4)

Skills: Perception +2

Senses: blindsight 10ft, passive Perception 12

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 10ft, one target.

Hit: 6 (1d6 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT WASP – CR 1/2

AC: 12

HP: 13 (3d8)

Speed: 10ft, fly 50ft

STR: 10 (+0) INT: 1 (-5)

DEX: 14 (+2) WIS: 10 (+0)

CON: 10 (+0) CHA: 3 (-4)

Senses: passive Perception 10

ACTIONS

Sting. *Melee Attack:* +4 to hit, reach 5ft, one creature.

Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

GIANT WEASEL – CR 1/8

AC: 13

HP: 9 (2d8)

Speed: 40ft

STR: 11 (+0) INT: 4 (-3)

DEX: 16 (+3) WIS: 12 (+1)

CON: 10 (+0) CHA: 5 (-3)

Skills: Perception +2, Stealth +5

Senses: darkvision 30ft, passive Perception 13

Keen Hearing and Smell: The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.

Hit: 5 (1d6 + 3) piercing damage.

GIANT WOLF SPIDER – CR 1/4

AC: 13
HP: 11 (2d8 + 2)
Speed: 40ft, climb 40ft

STR: 12 (+1) INT: 3 (-4)
DEX: 16 (+3) WIS: 12 (+1)
CON: 13 (+1) CHA: 4 (-3)

Skills: Perception +3, Stealth +7
Senses: blindsight 10ft, darkvision 60ft, passive Perception 13

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5ft, one target.
Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

GOAT – CR 0

AC: 10
HP: 4 (1d8)
Speed: 40ft

STR: 12 (+1) INT: 2 (-4)
DEX: 10 (+0) WIS: 10 (+0)
CON: 11 (+0) CHA: 5 (-3)

Senses: passive Perception 10

Charge: If the goat moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-footed: The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Attack:* +3 to hit, reach 5ft, one target.
Hit: 3 (1d4 + 1) bludgeoning damage.

HYENA – CR 0

AC: 11
HP: 5 (1d8 + 1)
Speed: 50ft

STR: 11 (+0) INT: 2 (-4)
DEX: 13 (+1) WIS: 12 (+1)
CON: 12 (+1) CHA: 5 (-3)

Skills: Perception +3
Senses: passive Perception 13

Pack Tactics: The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +2 to hit, reach 5ft, one target.
Hit: 3 (1d6) piercing damage.

MASTIFF – CR 1/8

AC: 12
HP: 5 (1d8 + 1)
Speed: 40ft

STR: 13 (+1) INT: 3 (-4)
DEX: 14 (+2) WIS: 12 (+1)
CON: 12 (+1) CHA: 7 (-2)

Skills: Perception +3
Senses: passive Perception 13

Keen Hearing and Smell: The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Attack:* +3 to hit, reach 5ft, one target.
Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MULE – CR 1/8

AC: 10
HP: 11 (2d8 + 2)
Speed: 40ft

STR: 14 (+2) INT: 2 (-4)
DEX: 10 (+0) WIS: 10 (+0)
CON: 13 (+1) CHA: 5 (-3)

Senses: passive Perception 10

Beast of Burden: The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-footed: The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Attack:* +2 to hit, reach 5ft, one target.
Hit: 4 (1d4 + 2) bludgeoning damage.

PANTHER – CR 1/4

AC: 12
HP: 13 (3d8)
Speed: 50ft, climb 40ft

STR: 14 (+2) INT: 3 (-4)
DEX: 15 (+2) WIS: 14 (+2)
CON: 10 (+0) CHA: 7 (-2)

Skills: Perception +4, Stealth +6
Senses: passive Perception 14

Keen Smell: The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 4 (1d4 + 2) slashing damage.

PONY – CR 1/8

AC: 10
HP: 11 (2d8 + 2)
Speed: 40ft

STR: 15 (+2) INT: 2 (-4)
DEX: 10 (+0) WIS: 11 (+0)
CON: 13 (+1) CHA: 7 (-2)

Senses: passive Perception 10

ACTIONS

Hooves. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 7 (2d4 + 2) bludgeoning damage.

REEF SHARK – CR 1/2

AC: 12 (natural armor)
HP: 22 (4d8 + 4)
Speed: 0ft, swim 40ft

STR: 14 (+2) INT: 1 (-5)
DEX: 13 (+1) WIS: 10 (+0)
CON: 13 (+1) CHA: 4 (-3)

Skills: Perception +2
Senses: blindsight 30ft, passive Perception 12

Pack Tactics: The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5ft of the creature and the ally isn't incapacitated.

Water Breathing: The shark can only breathe underwater.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 6 (1d8 + 1) piercing damage.

VULTURE – CR 0

AC: 10
HP: 5 (1d8 + 1)
Speed: 10ft, fly 60ft

STR: 7 (-2) INT: 2 (-4)
DEX: 10 (+0) WIS: 12 (+1)
CON: 13 (+1) CHA: 4 (-2)

Skills: Perception +3
Senses: passive Perception 13

Keen Sight and Smell: The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics: The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 2 (1d4) piercing damage.

WOLF – CR 1/4

AC: 13 (natural armor)
HP: 11 (2d8 + 2)
Speed: 40ft

STR: 12 (+1) INT: 3 (-4)
DEX: 15 (+2) WIS: 12 (+1)
CON: 12 (+1) CHA: 6 (-2)

Skills: Perception +3, Stealth +4
Senses: passive Perception 13

Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

LARGE BEASTS

AXE BEAK – CR 1/4

AC: 11
HP: 19 (3d10 + 3)
Speed: 50ft

STR: 14 (+2) INT: 2 (-4)
DEX: 12 (+1) WIS: 10 (+0)
CON: 12 (+1) CHA: 5 (-3)

Senses: passive Perception 10

ACTIONS

Beak. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 6 (1d8 + 2) slashing damage.

BROWN BEAR – CR 1

AC: 11 (natural armor)
HP: 34 (4d10 + 12)
Speed: 40ft, climb 30ft

STR: 19 (+4) INT: 2 (-4)
DEX: 10 (+0) WIS: 13 (+1)
CON: 16 (+3) CHA: 7 (-2)

Skills: Perception +3
Senses: passive Perception 13

ACTIONS

Multiattack. The bear makes two attacks, one with its bite and one with its claws.

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 11 (2d6 + 4) slashing damage.

CAMEL – CR 1/8

AC: 9
HP: 12 (2d10 + 4)
Speed: 50ft

STR: 16 (+3) INT: 2 (-4)
DEX: 8 (-1) WIS: 8 (-1)
CON: 14 (+2) CHA: 5 (-3)

Senses: passive Perception 9

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 2 (1d4) bludgeoning damage.

CONSTRUCTOR SNAKE – CR 1/4

AC: 12
HP: 13 (2d10 + 2)
Speed: 30ft, swim 30ft

STR: 15 (+2) INT: 1 (-5)
DEX: 14 (+2) WIS: 10 (+0)
CON: 12 (+1) CHA: 3 (-4)

Senses: blindsight 10ft, passive Perception 10

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one creature.
Hit: 5 (1d6 + 2) piercing damage.

Constrict. *Melee Attack:* +4 to hit, reach 5ft, one creature.
Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CROCODILE – CR 1/2

AC: 12 (natural armor)
HP: 19 (3d10 + 3)
Speed: 20ft, swim 30ft

STR: 15 (+2) INT: 2 (-5)
DEX: 10 (+0) WIS: 10 (+0)
CON: 13 (+1) CHA: 5 (-3)

Skills: Stealth +2
Senses: passive Perception 10

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one creature.
Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

DIRE WOLF – CR 1

AC: 14 (natural armor)
HP: 37 (5d10 + 10)
Speed: 50ft

STR: 17 (+3) INT: 3 (-4)
DEX: 15 (+2) WIS: 12 (+1)
CON: 15 (+2) CHA: 7 (-2)

Skills: Perception +3, Stealth +4
Senses: passive Perception 13

Keen Hearing and Smell: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DRAFT HORSE – CR 1/4

AC: 10
HP: 19 (3d10 + 3)
Speed: 40ft

STR: 18 (+4) INT: 2 (-4)
DEX: 10 (+0) WIS: 11 (-+0)
CON: 12 (+1) CHA: 7 (-2)

Senses: passive Perception 10

ACTIONS

Hooves. *Melee Attack:* +6 to hit, reach 5ft, one target.
Hit: 9 (2d4 + 4) bludgeoning damage.

ELK – CR 1/4

AC: 10
HP: 13 (2d10 + 2)
Speed: 50ft

STR: 16 (+3) INT: 2 (-4)
DEX: 10 (+0) WIS: 10 (+0)
CON: 12 (+1) CHA: 6 (-2)

Senses: passive Perception 10

ACTIONS

Ram. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 8 (2d4 + 3) bludgeoning damage.

GIANT BAT – CR 1/4

AC: 13
HP: 22 (4d10)
Speed: 10ft, fly 60ft

STR: 15 (+2) INT: 2 (-4)
DEX: 16 (+3) WIS: 12 (+1)
CON: 11 (+0) CHA: 6 (-2)

Senses: blindsight 60ft, passive Perception 11

Echolocation: The bat can't use its blindsight while deafened.

Keen Hearing: The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 5 (1d6 + 2) piercing damage.

GIANT EAGLE – CR 1

AC: 13
HP: 26 (4d10 + 4)
Speed: 10ft, fly 80ft

STR: 16 (+3) INT: 8 (-1)
DEX: 17 (+3) WIS: 14 (+2)
CON: 13 (+1) CHA: 10 (+0)

Skills: Perception +4
Senses: passive Perception 14
Languages: Giant Eagle, understands Common and Auran but can't speak them

Keen Sight: The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks, one with its beak and one with its talons.

Beak. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 6 (1d6 + 3) piercing damage.

Talons. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 10 (2d6 + 3) slashing damage.

GIANT GOAT – CR 1/2

AC: 11 (natural armor)
HP: 19 (3d10 + 3)
Speed: 40ft

STR: 17 (+3) INT: 3 (-4)
DEX: 11 (+0) WIS: 12 (+1)
CON: 12 (+1) CHA: 6 (-2)

Senses: passive Perception 11

Charge: If the goat moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-footed: The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Attack:* +5 to hit, reach 5ft, one target.

Hit: 8 (2d4 + 3) bludgeoning damage.

GIANT HYENA – CR 1

AC: 12

HP: 45 (6d10 + 12)

Speed: 50ft

STR: 16 (+3) INT: 2 (-4)

DEX: 14 (+2) WIS: 12 (+1)

CON: 14 (+2) CHA: 7 (-2)

Skills: Perception+3

Senses: passive Perception 13

Rampage: When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.

Hit: 10 (2d6 + 3) piercing damage.

GIANT LIZARD – CR 1/4

AC: 12 (natural armor)

HP: 19 (3d10 + 3)

Speed: 30ft, climb 30ft

STR: 15 (+2) INT: 2 (-4)

DEX: 12 (+1) WIS: 10 (+0)

CON: 14 (+1) CHA: 5 (-3)

Senses: darkvision 30ft, passive Perception 1

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.

Hit: 6 (1d8 + 2) piercing damage.

A **giant lizard** can be ridden or used as a draft animal.

VARIANT: GIANT LIZARD TRAITS

Some **giant lizards** have one or both of the following traits:

Hold Breath: The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30ft.)

Spider Climb: The lizard can climb difficult surfaces,

including upside down on ceilings, without needing to make an ability check.

GIANT OCTOPUS – CR 1

AC: 11

HP: 52 (8d10 + 8)

Speed: 10ft, swim 60ft

STR: 17 (+3) INT: 4 (-3)

DEX: 13 (+1) WIS: 10 (+0)

CON: 13 (+2) CHA: 4 (-3)

Skills: Perception +4, Stealth +5

Senses: darkvision 60ft, passive Perception 14

Hold Breath: While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage: The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing: The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Attack:* +5 to hit, reach 15ft, one target.

Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT OWL – CR 1/4

AC: 12

HP: 19 (3d10 + 3)

Speed: 5ft, fly 60ft

STR: 13 (+1) INT: 8 (-1)

DEX: 15 (+2) WIS: 13 (+1)

CON: 12 (+1) CHA: 10 (+0)

Skills: Perception +5, Stealth +4

Senses: darkvision 120ft, passive Perception 15

Languages: Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Flyby: The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight: The owl has advantage on Wisdom (Perception) checks that rely on hearing and sight.

ACTIONS

Talons. *Melee Attack:* +3 to hit, reach 5ft, one target.

Hit: 8 (2d6 + 1) slashing damage.

GIANT SEA HORSE – CR 1/2

AC: 13 (natural armor)

HP: 16 (3d10)

Speed: 0ft, swim 40ft

STR: 12 (+1) INT: 2 (-4)

DEX: 15 (+2) WIS: 12 (+1)

CON: 11 (+0) CHA: 5 (-3)

Senses: passive Perception 11

Charge: If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing: The sea horse can only breathe underwater.

ACTIONS

Ram. *Melee Attack:* +3 to hit, reach 5ft, one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Aquatic elves train them as mounts.

GIANT SPIDER – CR 1

AC: 14 (natural armor)

HP: 26 (4d10 + 4)

Speed: 30ft, climb 30ft

STR: 14 (+2) INT: 2 (-4)

DEX: 16 (+3) WIS: 11 (+0)

CON: 12 (+1) CHA: 4 (-3)

Skills: Stealth +7

Senses: blindsight 10ft, darkvision 60ft, passive Perception 10

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.

Hit: 7 (1d8 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half that on a

successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Attack:* +5 to hit, range 30/60ft, one creature.

Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT TOAD – CR 1

AC: 11

HP: 39 (6d10 + 6)

Speed: 20ft, swim 40ft

STR: 15 (+2) INT: 2 (-4)

DEX: 13 (+1) WIS: 10 (+0)

CON: 13 (+1) CHA: 3 (-4)

Senses: darkvision 30ft, passive Perception 10

Amphibious: The toad can breathe air and water.

Standing Leap: The toad's long jump is up to 20ft and its high jump is up to 10ft, with or without a running start.

ACTIONS

Bite. *Melee Attack:* +4 to hit, reach 5ft, one target.

Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT VULTURE – CR 1

AC: 10

HP: 22 (3d10 + 6)

Speed: 10ft, fly 60ft

STR: 15 (+2) INT: 6 (-2)

DEX: 10 (+0) WIS: 12 (+1)

CON: 15 (+2) CHA: 7 (-2)

Skills: Perception +3

Senses: passive Perception 13

Languages: understands Common but can't speak

Keen Sight and Smell: The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics: The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5ft of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The vulture makes two attacks, one with its beak and one with its talons.

Beak. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 7 (2d4 + 2) piercing damage.

Talons. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 9 (2d6 + 2) slashing damage.

LION – CR 1

AC: 12

HP: 26 (4d10 + 4)

Speed: 50ft

STR: 17 (+3) INT: 3 (-4)

DEX: 15 (+2) WIS: 12 (+1)

CON: 13 (+1) CHA: 8 (-1)

Skills: Perception +3, Stealth +6

Senses: passive Perception 13

Keen Smell: The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5ft of the creature and the ally isn't incapacitated.

Pounce: If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap: With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 7 (1d8 + 3) piercing damage.

Claws. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 6 (1d6 + 3) slashing damage.

RIDING HORSE – CR 1/4

AC: 10

HP: 13 (2d10 + 2)

Speed: 60ft

STR: 16 (+3) INT: 2 (-4)

DEX: 10 (+0) WIS: 11 (+0)

CON: 12 (+1) CHA: 7 (-2)

Senses: passive Perception 10

ACTIONS

Hooves. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 8 (2d4 + 3) bludgeoning damage.

TIGER – CR 1

AC: 12

HP: 37 (5d10 + 10)

Speed: 40ft

STR: 17 (+3) INT: 3 (-4)

DEX: 15 (+2) WIS: 12 (+1)

CON: 14 (+2) CHA: 8 (-1)

Skills: Perception +3, Stealth +6

Senses: darkvision 60ft, passive Perception 13

Keen Smell: The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 8 (1d10 + 3) piercing damage.

Claw. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 7 (1d8 + 3) slashing damage.

WARHORSE – CR 1/2

AC: 11

HP: 19 (3d10 + 3)

Speed: 60ft

STR: 18 (+4) INT: 2 (-4)

DEX: 12 (+1) WIS: 12 (+1)

CON: 13 (+1) CHA: 7 (-2)

Senses: passive Perception 11

Trampling Charge: If the horse moves at least 20 feet straight toward a creature and then hits with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves as a bonus action.

ACTIONS

Hooves. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 11 (2d6 + 4) bludgeoning damage.

Variant: WARHORSE ARMOR

An armored warhorse has an AC based on the type of barding worn. The horse's AC includes its Dexterity

modifier, where applicable. Barding doesn't alter the horse's challenge rating.

AC	BARDING
12	Leather
13	Studded Leather
14	Ring Mail
15	Scale Mail
16	Chain Mail
17	Splint
18	Plate

CIRCLE OF THE MOON

Combat Wild Shape

At 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there). Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elemental Wild Shape

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Thousand Forms

By 14th level, you have learned to use magic to alter your form in more subtle ways. You can cast the *alter self* spell at will.

LARGE BEASTS (OVER CR 1)

GIANT BOAR – CR 2

AC: 12 (natural armor)
HP: 42 (5d10 + 15)
Speed: 40ft

STR: 17 (+3) INT: 2 (-4)
DEX: 10 (+0) WIS: 7 (-2)
CON: 16 (+3) CHA: 5 (-3)

Senses: passive Perception 8

Charge: If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest): If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Attack:* +5 to hit, reach 5ft, one target.
Hit: 10 (2d6 + 3) slashing damage.

GIANT SCORPION – CR 3

AC: 15 (natural armor)
HP: 52 (7d10 + 14)
Speed: 40ft

STR: 15 (+2) INT: 1 (-5)
DEX: 13 (+1) WIS: 9 (-1)
CON: 15 (+2) CHA: 3 (-4)

Senses: blindsight 60 ft, passive Perception 9

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claws. *Melee Attack:* +4 to hit, reach 5ft, one target.
Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Attack:* +4 to hit, reach 5ft, one creature.
Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half that on a successful one.

HUNTER SHARK – CR 2

AC: 12 (natural armor)
HP: 45 (6d10 + 12)
Speed: 0ft, swim 40ft

STR: 18 (+4) INT: 1 (-5)
DEX: 13 (+1) WIS: 10 (+0)
CON: 15 (+2) CHA: 4 (-3)

Skills: Perception +2

Senses: blindsight 30ft, passive Perception 12

Blood Frenzy: The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The shark can only breathe underwater.

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 5ft, one target.
Hit: 13 (2d8 + 4) piercing damage.

POLAR BEAR – CR 2

AC: 12 (natural armor)
HP: 42 (5d10 + 15)
Speed: 40ft, swim 30ft

STR: 20 (+5) INT: 2 (-4)
DEX: 10 (+0) WIS: 13 (+1)
CON: 16 (+3) CHA: 7 (-2)

Skills: Perception +3

Senses: passive Perception 13

Keen Smell: The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Attack:* +7 to hit, reach 5ft, one target.
Hit: 9 (1d8 + 5) piercing damage.

Claws. *Melee Attack:* +3 to hit, reach 5ft, one target.
Hit: 12 (2d6 + 5) slashing damage.

VARIANT: CAVE BEAR TRAITS

Some bears have adapted to life underground, feeding on subterranean lichen and blind fish. Known as cave bears, these ill-tempered behemoths have coarse, dark hair and darkvision out to a range of 60ft. Otherwise, they have the same statistics as a polar bear.

RHINOCEROS – CR 2

AC: 11 (natural armor)

HP: 45 (6d10 + 12)

Speed: 40ft

STR: 21 (+5) INT: 2 (-4)

DEX: 8 (-1) WIS: 12 (+1)

CON: 15 (+2) CHA: 6 (-2)

Senses: passive Perception 11

Charge: If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Attack:* +7 to hit, reach 5ft, one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

SABER-TOOTHED TIGER – CR 2

AC: 12 (natural armor)

HP: 52 (7d10 + 14)

Speed: 40ft

STR: 18 (+4) INT: 3 (-4)

DEX: 14 (+2) WIS: 12 (+1)

CON: 15 (+2) CHA: 8 (-1)

Skills: Perception +3, Stealth +6

Senses: passive Perception 13

Keen Smell: The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce: If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 10 (1d10 + 5) piercing damage.

Claw. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 12 (2d6 + 5) slashing damage.

HUGE BEASTS

ELEPHANT – CR 4

AC: 12 (natural armor)
HP: 76 (8d12 + 24)
Speed: 40ft

STR: 22 (+6) INT: 3 (-4)
DEX: 9 (-1) WIS: 11 (+0)
CON: 17 (+3) CHA: 6 (-2)

Senses: passive Perception 10

Trampling Charge: If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus attack.

ACTIONS

Gore. *Melee Attack:* +8 to hit, reach 5ft, one target.
Hit: 19 (3d8 + 6) piercing damage.

Stomp. *Melee Attack:* +8 to hit, reach 5ft, one prone creature.
Hit: 22 (3d10 + 6) bludgeoning damage.

GIANT APE – CR 7

AC: 12
HP: 157 (15d12 + 60)
Speed: 40ft, climb 40ft

STR: 23 (+6) INT: 7 (-2)
DEX: 14 (+2) WIS: 12 (+1)
CON: 18 (+4) CHA: 7 (-2)

Skills: Athletics +9, Perception +3
Senses: passive Perception 14

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Attack:* +9 to hit, reach 10ft, one target.
Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Attack:* +9 to hit, range 50/100ft, one target.
Hit: 30 (7d6 + 6) bludgeoning damage.

GIANT CONSTRICTOR SNAKE – CR 2

AC: 12
HP: 60 (8d12 + 8)
Speed: 30ft, swim 30ft

STR: 19 (+4) INT: 1 (-5)
DEX: 14 (+2) WIS: 10 (+0)
CON: 12 (+1) CHA: 3 (-4)

Skills: Perception +2
Senses: blindsight 10ft, passive Perception 12

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 10ft, one creature.
Hit: 11 (2d6 + 4) piercing damage.

Constrict. *Melee Attack:* +6 to hit, reach 5ft, one creature.
Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT CROCODILE – CR 5

AC: 14 (natural armor)
HP: 85 (9d12 + 27)
Speed: 30ft, swim 50ft

STR: 21 (+5) INT: 2 (-4)
DEX: 9 (-1) WIS: 10 (+0)
CON: 17 (+3) CHA: 7 (-2)

Skills: Stealth +5
Senses: passive Perception 10

Hold Breath: The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Attack:* +8 to hit, reach 5ft, one target.
Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Attack:* +8 to hit, reach 10ft, one target.
Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT ELK – CR 2

AC: 14 (natural armor)

HP: 42 (5d12 + 10)

Speed: 60ft

STR: 19 (+4) INT: 7 (-2)

DEX: 16 (+3) WIS: 14 (+2)

CON: 14 (+2) CHA: 10 (+0)

Skills: Perception +4

Senses: passive Perception 14

Languages: Giant Elk, understands Common, Elvish and Sylvan but can't speak them

Charge: If the elk moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 10 (1d10 + 5) bludgeoning damage.

Hooves. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 12 (2d6 + 5) bludgeoning damage.

Giant Elks are rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of a giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

GIANT SHARK – CR 5

AC: 13 (natural armor)

HP: 126 (11d12 + 55)

Speed: 0ft, swim 50ft

STR: 23 (+6) INT: 1 (-5)

DEX: 11 (+0) WIS: 10 (+0)

CON: 21 (+5) CHA: 5 (-3)

Skills: Perception +3

Senses: blindsight 60ft, passive Perception 13

Blood Frenzy: The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The shark can only breathe underwater.

ACTIONS

Bite. *Melee Attack:* +9 to hit, reach 5ft, one target.

Hit: 22 (3d10 + 6) piercing damage.

Giant Sharks are 30 feet long and are normally found in deep oceans.

KILLER WHALE – CR 3

AC: 12 (natural armor)

HP: 90 (12d12 + 12)

Speed: 0ft, swim 60ft

STR: 19 (+4) INT: 3 (-4)

DEX: 10 (+0) WIS: 12 (+1)

CON: 13 (+1) CHA: 7 (-2)

Skills: Perception +3

Senses: blindsight 120ft, passive Perception 13

Echolocation: The whale can't use its blindsight while deafened.

Hold Breath: The whale can hold its breath for 30 minutes.

Keen Hearing: The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Attack:* +6 to hit, reach 5ft, one target.

Hit: 21 (5d6 + 4) piercing damage.

MAMMOTH – CR 6

AC: 13 (natural armor)

HP: 126 (11d12 + 55)

Speed: 40ft

STR: 24 (+7) INT: 3 (-4)

DEX: 9 (-1) WIS: 11 (+0)

CON: 21 (+5) CHA: 6 (-2)

Senses: passive Perception 10

Trampling Charge: If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus attack.

ACTIONS

Gore. *Melee Attack:* +10 to hit, reach 10ft, one target.

Hit: 25 (4d8 + 7) piercing damage.

Stomp. *Melee Attack:* +10 to hit, reach 5ft, one prone creature.

Hit: 29 (4d10 + 7) bludgeoning damage.